General Guidelines:

1. Friendly tone, say hello and introduce whats been going on as a story
2. Amorphize the project and the code so it’s better understood and imaginative
3. Story tone for the content
4. Talk in We, not I’s
5. 1-2 Pictures/Gifs
6. Post as and use Headsley the Growth

A cartoon pencils with a party hat and balloons

Description automatically generated

Headsley the Growth

Community Update #26

*TLDR; What: New updates, balancing creatures; When: Nov.*

Howdy folks!

Headsley here with a top of the dome update!

<picture/gif>

The devs have been hard at work perfecting the belly of the code, and we wanted to provide an update to everyone in the community.

We wanted to give an update to everyone on the community around our recent progression with the features and mechanics in the upcoming 1.25 release expected to drop around November 25th.

There are several changes to balance for creatures and we have tried to fix the problems with health systems for cats and dogs.

List of changes below:

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* Asd

<picture/gif>

You’re invited! Leave comments and come to discord and give your feedback directly to the dev’s. We do read them!

* The Devs

Dear <channel> team,

We hope everything is going well and you’re all ready and hyped for **Steam Next Fest** and all the great games coming out next week, maybe we could **both get ahead of the curve and show you our next game**!

We’re Jam Donut (www.jamdonutgames.com) an indie game studio going public with our first game (Open World Sandbox RPG) called License to Clone.

We think **you** and **your community** would **love to try out our new game**!

License to Clone is a modern take on Action RPGs, with deep world history buried under a living but barely breathing desert. Explore and combine creative ways to survive and overcome any barriers.

You’ll be casting Void Peer to open any container or NPC inventory and using Void Loot to steal any item, including the NPC’s weapon, health supplies or even their very own brain. Mutations like this and more await you in License to Clone.

We’ve taken inspiration from games like RimWorld, Kenshi and Caves of Qud to create a new and exciting experience in the Action RPG and Survival genres.

**Features available in the Steam Next Fest demo:**

**MUTATIONS AND ABILITIES -** **DYNAMIC FACTIONS – SURVIVAL AND CRAFTING - DEEP WORLD HISTORY – NOMADIC BASE LIFE**

**Find out more here:**

**Website:** http://www.jamdonutgames.com

**Discord:** https://discord.gg/CmSFawGNeU

**Steam:** https://store.steampowered.com/app/964090/License\_To\_Clone/

**A little bit more about us**

Jam Donut Games Studio was started by Adam Dougherty, a solo developer from the UK. After releasing Arcade Builder and Astro Colonist he decided to move onto a much larger and complex game, undertaking the challenge of an Open World Survival RPG.

License to Clone has been developed by Adam over a 4-year period with a lot of effort going into iterating over the world map, the games core mechanics and the interactivity and dynamic events within the world.

We are now expanding as a team, bringing in a Level Designer, another programmer and a Community Manager.

We are going public with the game on steam for the very first time in the studios history and we invite everybody to come and join our journey with License to Clone.

We look forward to hearing from you and the community!

< 250k

Best regards

Adam Dougherty  
Jam Donut Games

<https://www.jamdonutgames.com>

250k+

Best regards

Cameron Wilson  
Community Manager

<https://www.jamdonutgames.com>

3 Images

Three banger image of the game

In corner Steam Next Fest Logo

Subject Line: We’re in the Steam Next Fest - Inspired by RimWorld & Kenshi an Open World Survival RPG with a twist – License to Clone

Subject Line: JamDonutGames presents License to Clone

A screenshot of a computer

Description automatically generated

Tutorial font also uses bad font

Notifications title font

In polish, if a word title got broken up into more works, the capital letter at the beginning is being lost

Preferred to not capitalize the first letter of anything past first word.

Main menu and settings: 95%

Abilities: 80%

Player Stats/Skills

Crafting Resources

UI in game needs a lot

Translator should play games and know the traditional

Word break on stats page bit weird

Showing words with numbers e.g. demo 3 rather then demo three is bad

A screenshot of a video game

Description automatically generated

A screenshot of a video game

Description automatically generated

Building menu translation

Research menu translation

A screenshot of a video game

Description automatically generated

Faction names in inventory item names tricky relationship

A screenshot of a video game

Description automatically generated

A screenshot of a video game

Description automatically generated

Drag key onto door

Click door

Confusing as fuck store room

-

Box design to big

==Combat

Knockout as soon as past 0

Showing stat improvement, like toughness when knocked out

Showing growth

One or two objectives early on

Global object

Swap trader signs to the old static ones

==Timers

Reduce knockout timers

==Game pause when paused/in build

==Inventory

Highlight the grid where it drops it

==No greeter

=Ability to give doors name so we know what they are for

==Right click on dialog options